

Games Highlights

Bring your games to Apple devices with Game Porting Toolkit 2. Metal is simpler and more powerful. New design guidelines for games help you create great experiences.

Game Porting Toolkit 2

Get example code and updated tools with improved compatibility:

- Access the full Metal API from C++ with no measurable overhead.
- Convert DirectX Intermediate Language into a Metal library that's ready to use on Mac with Apple silicon, iPad, and iPhone.
- Evaluate your Windows game, understand performance, and validate shaders. Start debugging and profiling your game while using Metal tools.

Create great games for Apple Vision Pro

Render Metal with passthrough in visionOS, build board games with TabletopKit, and transform your iOS or iPadOS game into a uniquely visionOS experience.

Metal is simpler and more powerful

- Target Mac, iPad, and iPhone with the same code.
- Naturally port games from other platforms.
- Quickly and easily group resources to manage residency.

Human Interface Guidelines for games

Help make sure your games look and feel great on Apple devices with best practices for onboarding, inputs, and accessibility >

Getting started?

Explore the Games Pathway on [developer.apple.com](https://developer.apple.com/games) >